LittleBIG Planet™
PS VITA™

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

GAME CARD PRECAUTION – PART 1

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.

GAME CARD PRECAUTION – PART 2

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

GAME CARD NOTICE – PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received, including interference that may cause undesired operation

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

GAME CARD NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
  - Reorient or relocate the receiving antenna.
  - Increase the separation between the equipment and receiver.
  - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
  - Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Like moths to a flame, the folk of *LittleBigPlanet*™ are drawn to the mesmerizing sights of the traveling carnival.

Illuminating every corner of Craftworld with brilliant light, the wonders of Carnivalia promise joy and laughter to young and old alike.

But darkness lurks amidst the lights... for what wondrous thrills this carnival brings, a mysterious Puppeteer is pulling the strings...

Default Controls

There are many ways to help Sackboy explore Carnivalia – some familiar and some new controls using all the weird and wonderful functions of your PlayStation®Vita system.

Move right arm + L

Move left arm + L

Push objects

(hold) Grab/grapple R

Open Popit Menu

Cancel/close Popit Menu

Change Sackboy's mood

Jump/confirm an action

Move

Access the Start Menu

Pause and access the LiveArea™

Select an option/ move objects

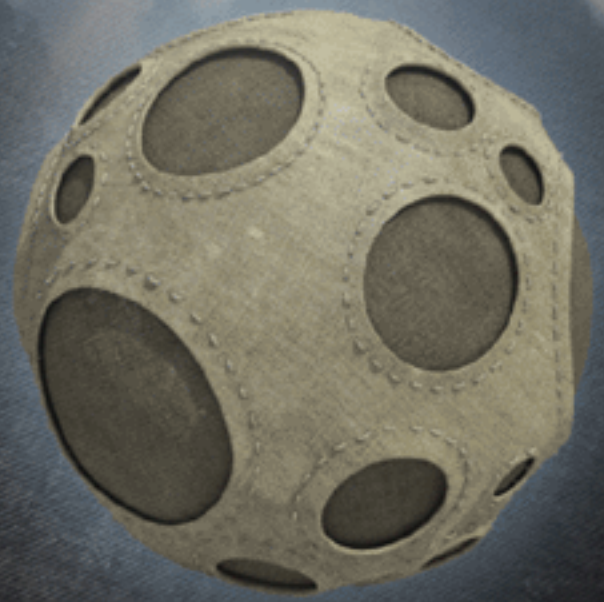
Access the Good Grief! Menu

Welcome to Craftworld!

Here in his pod, Sackboy has a lovely view of three of Craftworld's planets:

To the left is the traveling fairground planet of Carnivalia, home to the mysterious Puppeteer and the place where Sackboy's main adventure will take place.

In the middle is the *LittleBigPlanet*™ Community world, where you can join Sackboy and squillions of other players online. This is the place to show off your creations or play some of the other weird and wonderful levels that fill up the Imagisphere.



And on the right is My Moon, where dreams, games and brand new levels are made. Here you can sit back and watchTutorials on just about everything – from dressing Sackboy up in a new outfit to using the gadgets that let you create your own levels and games.

When you first enter your pod, you'll see Carnivalia floating in sack-space. Only when you've completed the first round of tasks and proven yourself to be a worthy adventurer will the other two planets appear in your Pod Control Window.

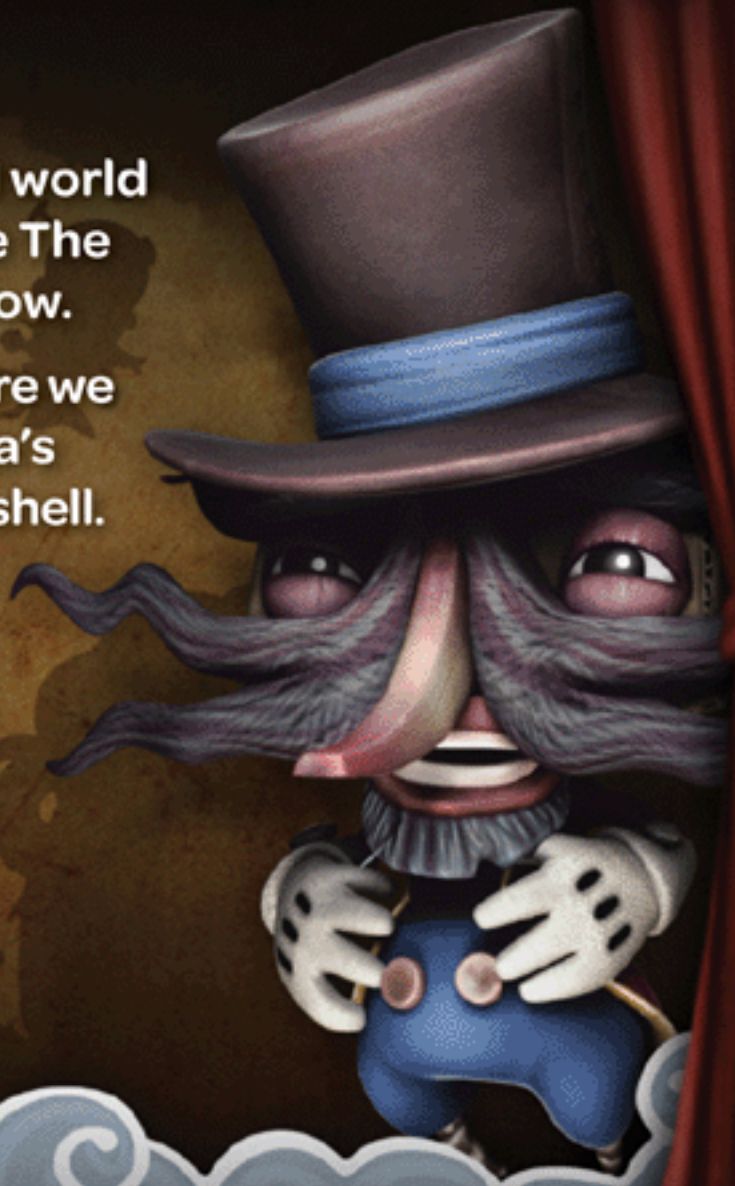
To visit any of the three planets, simply give them a tap on your touchscreen. To explore your chosen planet, touch it and move your finger across the screen to see all of the available levels. To play a level, tap the touchscreen to select it, then tap again to dive in and start playing.

Let the fun begin!

Roll up, roll up... and enter the wonderful traveling fairground world of Carnivalia. Or rather, the once-wonderful world – before The Puppeteer threw his toys, quite literally, out of the window.

Carnivalia is where Sackboy starts his adventure, and where we begin to hear the terrible tale of The Puppeteer – and Carnivalia's transformation from a place of laughter and joy to a cold, hollow shell.

But don't let that get you down! Sackboy has always got a smile on his face... well, unless you start tinkering with the directional buttons that is. You've got a big adventure ahead of you, so let's take a closer look at the wonderful world of *LittleBigPlanet*™ PS Vita....



The Game Screen

Express yourself

Being the expressive chap that he is, Sackboy is able to show all sorts of emotions. Use the directional buttons to change his mood: press ↑ for happy, ↓ for sad, ← for scared and → for angry.

Press and hold the L button and move the left stick or the right stick to move Sackboy's arms. Tilt your PS Vita system forwards and backwards and Sackboy will nod his head.

Moving Sackboy

The world of *LittleBigPlanet*™ isn't just a one-way street; Sackboy can move forwards and backwards as well as across the screen. Move the left stick up or down to step forwards or backwards and move around obstacles.

Press the ✕ button to jump. The longer you hold the button, the higher you'll hop.

If you need to jump higher still, keep an eye out for Bounce Pads. These springy thingies will catapult you into the air with the greatest of ease, letting you reach all of those hard-to-reach places and prizes.

Grabbing and swinging

As Sackboy's adventure takes place on the planet of Carnivalia, it seems like the perfect place for some acrobatics.

To swing from certain objects, jump towards them and then press and hold the R button to grab hold. To build up some momentum, move the left stick from left to right. To let go, simply let go of the R button.

Pushing and pulling objects

To move soft or spongy items, Sackboy can drag or push them around; press and hold the R button next to one of these objects and then move them to wherever you want them to go. Tap the ✕ button while dragging an item to give Sackboy a little burst of speed.

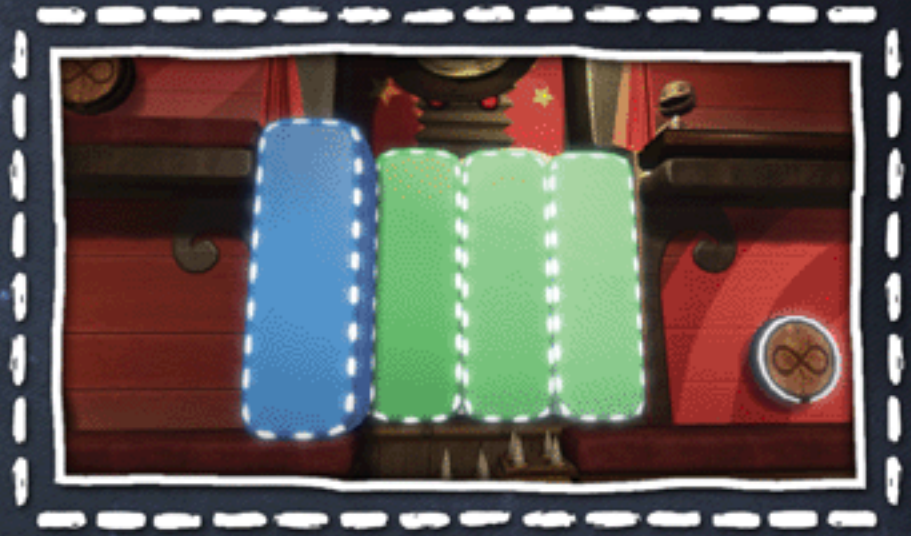
Using the Touchscreen

Behold, the amazing power of touch! In *LittleBigPlanet*™ PS Vita, you can interact with the world around Sackboy like never before.

You'll find many movable objects on your travels; they come in all shapes and sizes and have a distinctive appearance to let you know they can be moved. To pick them up, move them around and place them wherever you fancy, touch them on your touchscreen and use your finger to drag them wherever you'd like them to go.

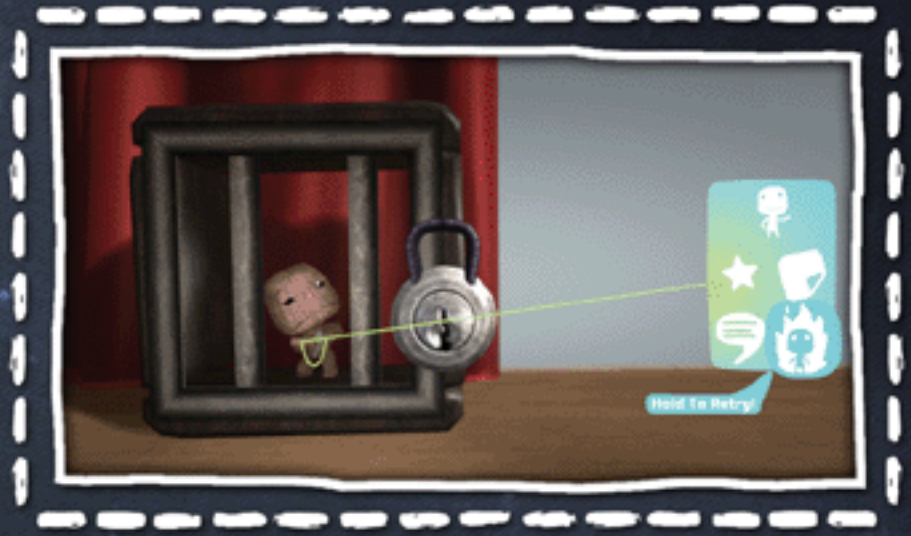
Using the Rear Touch Pad

Sometimes, Sackboy will need to push blocks forwards to make stairs, ledges or anything else that might come in handy. Look out for these special movable blocks and when you see one, give the rear touch pad a tap to pop it forwards.



The art of Escapology

Sometimes, if Sackboy isn't careful, he can become trapped in a tight spot or even in a big, padlocked cage. But don't fret – it's easy to make a quick escape. Simply press the □ button to open the Popit Menu and touch and hold the RETRY icon to start again from the last checkpoint.

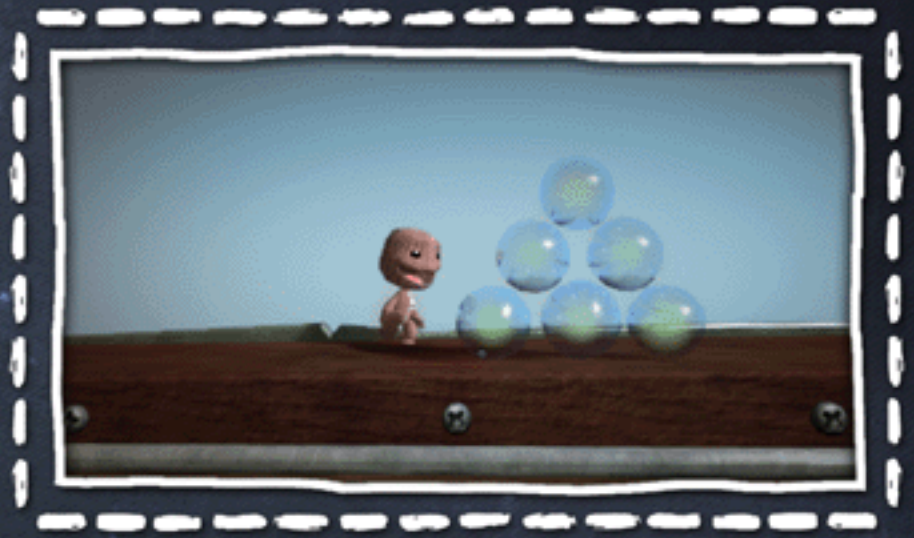


Checkpoints

As you help Sackboy on his adventure, you'll pass checkpoints that mark your progress through each level. If you need to use the Retry button, you'll reappear at the last checkpoint that you passed.

Score Bubbles

Score bubbles contain good old fashioned points. The more points you collect, the higher you'll place on the scoreboard at the end of a level.



Prize Bubbles

Prize bubbles contain all sorts of goodies for you to collect, like stickers, decorations and costumes that can be used to jazz up Carnivalia or give Sackboy a new look. Stickers and decorations can also be used to give a personal touch to the levels you create in My Moon.

When you reach the end of a level, you'll see how many of the goodies and prizes you managed to collect. But don't worry if you didn't manage to collect everything—you can always return to a level to hunt down those last elusive prizes and get full marks.

Side Levels

As Sackboy makes his way through the various areas of Carnivalia, he'll find special keys that unlock Side Levels; mini-games that provide a brief distraction from the thrills and spills of the main story.

These side levels will let you enjoy a whole array of mini arcade games that may involve you turning your PS Vita system on its side and playing vertically. Whichever way up you play, you can tap the question mark icon to find out the rules of the game, or the "Play" icon to start playing.

You can even play alongside a friend or three and pass your PS Vita system around so everyone can enjoy all the fun of the fair.

Versus Levels

Sometimes, the keys that you find will unlock Versus Levels. These are competitive games for you to play alongside another sack person that may be nearby.

The Arcade

As Carnivalia is a traveling fairground planet, it's only natural that there's an Arcade jam-packed full of fun mini-games for you to play.

The Arcade will appear as an area of Carnivalia once you've completed all of the levels in La Marionetta and earned your stripes as a tip-top adventurer. Simply give it a tap and choose any of the available games to play; as you progress through Carnivalia, more and more games will be added to The Arcade.

The Popit Menu

The Popit Menu contains all of the things that Sackboy collects on his adventure and is the place to go when you feel creative. Press the □ button and the Popit Menu will quite literally pop into the air.

From the Popit Menu you can access all the stickers, decorations, costumes and everything else that Sackboy collects along the way. Tap an option to see all of the items in that menu and swipe your finger across the touchscreen to switch between all of the different menu screens available.

Costumes

In your Popit Menu, tap the “Customize Character” icon to see all of the snazzy outfits available for Sackboy to wear. Feel free to mix and match to your heart’s content and find a look that you think suits Sackboy best. Or, if you need a little help, you can choose a whole ready-made outfit or even randomize your wardrobe to come up with some weird and wonderful combinations.

Stickers and Decorations

To decorate the world of *LittleBigPlanet*™ in your own style, open the Popit Menu and choose the "Stickers and Decorations" icon; here you'll find all of the different types of stickers that Sackboy has collected.

Tap a sticker to choose it, then use the touchscreen or the left stick to position it anywhere you please. You can also use the touchscreen or right stick to enlarge it, shrink it and rotate it – anything to get your decorative style just right.

Feel free to get creative and slap a sticker on any blank space you feel needs jazzing up.

Using the Camera

Wherever you are, you can take a snapshot of yourself, your surroundings or just about anything you like and save it for posterity. Better yet, you can make your pictures into stickers and decorate the world of *LittleBigPlanet*™ however you please.

Open your Popit Menu and tap the "Stickers and Decorations" icon, then tap the "Take A Photo" icon. You can then choose the front or rear camera and press the R button to take your snap, which will then be saved in the "My Pictures" menu of your Popit. Tap one of these pictures and hey presto! You have a unique sticker all of your own.

The Community Planet

The Community planet is where to go if you want to take a step back from the main story, leave Carnivalia behind for a while and see what all of the other creative souls in the Imagisphere have been up to.

Here you'll find all sorts of things to do, like updating the "Me" section to show the world who you are and what you're all about, or check out all of the new user-created levels that make *LittleBigPlanet*™ PS Vita such a wide, wonderful world.

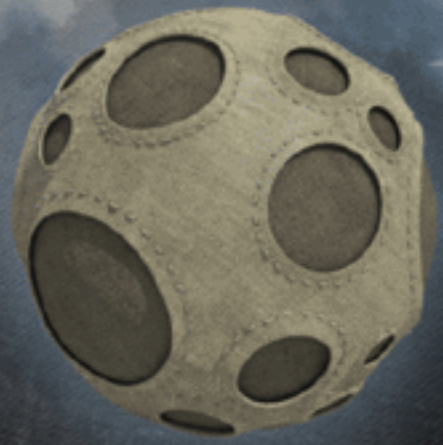
You can download and play new and cool levels, save the levels you like the best, or see what we're recommending as the top destinations to head to with your online friends.

The Good Grief! Menu

The Good Grief! Menu is the best way to report any offensive content uploaded by other players online. Press the SELECT button at any time and the Good Grief! Menu will be displayed, through which a grief report can be submitted directly.

My Moon

What would LittleBigPlanet™ PS Vita be without your own space to get creative? Well, a pretty stitch-poppingly awesome game as it happens, but luckily My Moon is here to make Craftworld an even more astounding place, where all of the ideas in the Imagisphere can come together in countless combinations.



To start building your very own levels, tap My Moon from Sackboy's Pod Control Window – it's the planet on the right – and then move your finger around the touchscreen to rotate your moon and explore all of the available areas.

Creating your own *LittleBigPlanet*™

On your first visit to My Moon, it'll be a pretty drab looking place. But fear not, every crater you see on the surface of your moon can become a place of amazing creativity where you can construct levels of your own.

Tap one of the empty craters and you'll see a wide open space just waiting for you to start building your own *LittleBigPlanet*™ level.

Here are a few helpful hints to get you started:

- Hover Mode lets Sackboy fly around your level to let you see all those hard to reach places. Press ⬇ to activate Hover Mode, use the left stick to move Sackboy around, or press ⬇ again to bring him back down to earth.

- All of the stickers, decorations and other goodies you've collected in the Prize Bubbles dotted around Carnivalia and at the end of each level will be available for you to use in your own creations.
- Use the rear touch pad to move the Create Camera around your level and use the right stick to zoom in and out.
- The thermometer on the left of your screen shows you how full up your level is.
- To try out your creation, press the START button and select Play Mode. To return to Create mode, press the START button and select Create Mode.

To the right of your moon, you'll see a button marked "Tutorials". This is an invaluable source of information on how to put your own levels together. Give it a tap, select the tutorial you'd like to view, and start putting all of the creative tools of your PS Vita system to good use.

Follow the on-screen instructions for more details about how to play this game.

The information in this manual was correct at the time of publication, but some minor changes may have been made late in this game's development. All screenshots for this manual have been taken from the English version of this game.

For more information on this game please visit

www.playstation.com

PlayStation®

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www.us.playstation.com/support/useragreements

Disclosure Regarding Use of Location Data

This game interacts with other applications that use location data (such as “near”).

To turn off location data, go to [Settings] > [Location Data].

SCEA may retire the online portion
of this game at any time.

Online Pass access rights cannot be transferred once the voucher is redeemed. Online Pass vouchers cannot be redeemed or returned for cash or credit.

Consumer Service / Technical Support Line

1-800-345-7669

Call this number for technical support, installation or general questions regarding the PS Vita system and its peripherals.

Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30 PM Pacific Standard Time.

Online Interactions Not Rated by the ESRB

Online User Agreement

PLEASE READ THE ENTIRE ONLINE USER AGREEMENT AND INDICATE WHETHER OR NOT YOU AGREE TO ITS TERMS BY CLICKING THE "**ACCEPT**" OR "**DECLINE**" BUTTON AT THE BOTTOM OF THIS SCREEN. IF YOU CLICK THE "DECLINE" BUTTON YOU WILL NOT BE ABLE TO PLAY THE ONLINE FEATURES OF THIS GAME. IF YOU WISH TO RETURN THE PACKAGED VERSION OF THIS GAME, CHECK WITH SONY COMPUTER ENTERTAINMENT AMERICA LLC ("SCEA") CONSUMER SERVICES AT 1-800-345-7669 FOR REFUND OR RETURN INFORMATION. PLEASE HAVE YOUR PURCHASE RECEIPT AVAILABLE.

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4. **MAINTENANCE AND SYSTEM UPDATES.** Some games will not play unless you have updated your PlayStation's system software ("System Software"). The game software may check your PlayStation to determine what version of System Software is currently installed. If your PlayStation has an older version of the System Software the game software may require that you update your System Software in order to play the game. Updating your PlayStation's System Software could cause a loss of data, content, functionalities, or utilities. Therefore, you should back up whatever data may be copied from your PlayStation's hard disk prior to updating your System Software. Data back-up instructions can be found in the PlayStation Online User Guide. SCEA is not responsible for data loss.

5. **SEPARATE USER ACCOUNTS.** This game may ask you to create an account with a user, player or other game name ("Game Name") and password. You may also be asked to select or provide additional information for a game profile. This information may be provided to any tournament website established by SCEA or its partners in

connection with this game. When you choose a Game Name, choose an alias to protect your identity. When you choose a password, choose a unique combination of letters and numbers unrelated to your Game Name or to any information you may share with other players in the game. If your account is inactive for an extended period your account may be deactivated. To inquire about a deactivated account, please contact SCEA Consumer Services at 1-800-345-7669.

6. **COLLECTION AND USE OF INFORMATION.** If you use the online features of this game, SCEA may collect and store certain information related to your use of this game and your PlayStation computer entertainment system and, subject SCEA's privacy policy and the privacy policy governing PlayStation Network, share this information with third parties. This information may include user IDs (such as your PlayStation Network online ID and Game Name), game scores, game achievements, game performance, real-world locations visited (e.g., location information), buddylists, hardware MAC address, internet protocol address, and your usage of game features. Through updates or changes to this game, SCEA may have collect, store and share other information. By using this game you consent to SCEA's collection, storage and sharing of this

information, including public display of your information such as your user IDs, physical location, scores, ranking, achievements and other gameplay data.

7. **PROTECTION OF IDENTITY/NO EXPECTATION OF PRIVACY.** You acknowledge that you have no expectation of privacy or confidentiality in any personal or other information you may intentionally or unintentionally disclose. You should avoid saying anything personally identifying in chat.

8. **ONLINE CONDUCT.** When you play, you agree to be respectful of your fellow players and never to engage in any behavior that would be abusive or offensive to other players, disruptive of the game experience, fraudulent or otherwise illegal. This includes but is not limited to:

(a) Harassing or intimidating other players;

(b) Using language, selecting user, character, clan or team names or creating any other content that may be racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory;

(c) Selecting as a user, character, clan or team name any word, symbol or combination of words and symbols which is identical to or substantially similar to any character, team, weapon, vehicle or other element which appears in this game;

(d) Using content that is commercial in nature such as advertisements, solicitations and promotions for goods or services;

(e) Falsely representing that you are an employee of Sony Corporation, SCEA, or any other affiliated or related company;

(f) Disrupting the normal flow of chat;

(g) Making a false report of user abuse to SCEA Consumer Services;

(h) Violating any local, state or national law;

(i) Using a cheat code, cheat device or any device that modifies the executable game code or data. For a detailed explanation of the SCEA policy on cheating, visit www.us.playstation.com/onlinecheating.

(j) Any attempt to deliberately alter, damage or undermine the legitimate operation of this game, including but not limited to exploiting the ranking system by creating “dummy accounts”.

9. **REPORTING ABUSE.** To report violations of this Agreement or to inquire about a blocked account, call SCEA Consumer Services at 1-800-345-7669.

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(e) is an advertisement or solicitation of business;

(f) is an impersonation of another person; or

(g) violates any of the rules of Online Conduct, other terms of this Agreement, terms of the PSN Terms of Service and Usage Agreement or any other terms related to this game.

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